



MCCC NEWS

Mid-Cities Commodore Club, Inc.

July 86

Vol. 4

Issue 7

MEMBER SOFTWARE

BY BARBARA CRAMER
& LAURA CLEMENTS

Four members of the MCCC have been busy this spring producing software that is now available nationwide. Bill Raecke and Harold Williams, Why Not? Computer Enterprises, have combined efforts resulting in **GRAPHIC LABELS +**, a program that allows you to use either Print Shop (Broderbund) or PrintMaster (Unison World) graphics to produce labels on any Epson or Epson compatible printer. Bob Lawson has written a hi-res drawing program called **THE ARTIST'S WORKSHOP** which includes a sprite editor as well. Barbara Cramer, KazenCramer Inc., is offering **PICTURES PLUS**, a data disk of 83 graphics, 25 borders and 12 additional fonts that may be used with Print Shop, Print Shop Companion or Print Master software.

Here's a brief look at each of these programs individually.

GRAPHIC LABELS +

Almost everyone I ask prefers the power and features of PrintMaster to those of Print Shop. The ability to use both upper and lower case letters, the preview-design-before-printing option and the choice of saving your creations has made it the preferred choice of many. The big drawback of PrintMaster is that there are considerably fewer drawings on the market for use with it. Print Shop now has over 440 graphics available--not counting the public domain collections--compared to PrintMaster's 90 drawings and the promise of additional graphic libraries.

The logical conclusion of every user is "Why can't I use the numerous graphics of Print Shop with the preferred features of PrintMaster?" If you own an Epson, Star Micronics or Epson compatible printer, now you can.

Graphic Labels + is actually three programs, Label Maker, File Handler and Graphic Converter. The Graphic Converter handles the translation of Print Shop graphics. Because PrintMaster files appear in a single file rather than individual files, you will have to convert them by loading each into the PrintMaster Editor and saving them one by one to a separate disk. This will take a little time but once you have converted them, you will never

have to do it again.

The Label Maker allows you to to print labels of up to 4 text lines beside your favorite Print Shop or PrintMaster graphic. You have a choice of two print sizes, 25 or 35 characters per line. It will also allow you to input addresses from three sources, manually from the keyboard, from a File Handler data file or from a sequential file which meets the following criteria. The file must be in Commodore ASCII and cannot contain any control codes or information other than addresses. The file must contain four lines per label (blank lines included), seperated by carriage returns and the line length must not exceed 25 or 35 characters depending on which print size you select. Many word processors, spreadsheets and database packages are capable of producing such files. If you don't have one of these, the File Handler has been designed to produce files expressly for use with this program.

While these three programs are not cosmetically fancy, they perform the job with ease and reliability. The documentation is excellent and the resulting labels will be the envy of everyone you know. Advertised in Compute's Gazette at \$25.00; Cost to MCCC members is \$20.00. Order from Bill Raecke or Why Not? Computer Enterprises, P.O. Box 171806, Arlington, Texas 76017.

PICTURES PLUS

Since I am not especially artistic, it is a total delight to get my hands on a data disk for Print Shop. Barbara Cramer recently purchased a copy of the Print Shop Companion, and she has barely left her computer since.

The quality of these pictures, borders, and fonts is especially good, consistent with her previous (public domain) data-art disk. The detail work can only be compared to that of petit point needlework giving it a smooth, professional look.

The contents of the disk are widely varied. She has made a monogram for every letter in the alphabet. (This, coupled with Bill Raecke's label program, makes a beautiful return address label.) There are twelve new fonts to use; some are very elaborate and stylistic, such as Old

English, Antique, Script and Ornate, and some are purely utilitarian, such as Harvard and Rodeo. The 25 new borders include all kinds of imaginative items: cherries, fish, leaves, plaid, jars, houses, and various flowers and designs. The documentation includes a printout of all the contents and their file names.

It's very difficult to review a disk full of pictures, fonts, and borders. It's better just to tell people that it's excellent, well worth the money, and full of practical uses.

Similar to the Print Shop Graphics Library Disks in format, Pictures Plus contains files for non-Commodore printers on Side 1 and the same files for Commodore printers on Side 2. She is also producing these graphics (no fonts or borders) for use with PrintMaster at a reduced price (\$9.95).

Pictures Plus will be available to club members for \$14.95 at the July Quarterly Meeting or order it from Kazen-Cramer Inc., 8727 Bedford-Eules Rd., Hurst, TX 76053.

THE ARTIST'S WORKSHOP

Bob Lawson who has donated quite a bit of software to public domain has come up with a hi-res drawing package that includes a sprite editor as an added bonus.

The Artist's Workshop, TAW, allows you to create hi-res, color pictures similar to many packages now on the market. Documentation is included within the program and may be read on-screen or printed for reference (Commodore printer compatibility). The program includes two full screens for drawing and supports many of the features of the more expensive versions sold commercially. Here is a summary of the commands and their functions.

- DRAW - freestyle drawing using joystick, trackball or mouse.
- PEN - selects one of 7 pen sizes and stroke styles or design your own.
- COLOR - selects pen color or paint color.
- PAINT - selects one of 8 paint patterns or design your own.
- FILL - fills enclosed area with paint pattern.
- LINE - draw lines, ending point becomes beginning point of next line.
- RAY - draw lines with fixed beginning point.
- BOX - draws squares and rectangles.
- HOOP - draws circles.
- COPY - boxes portion of the screen and reproduces it elsewhere.
- NORMAL - toggles mirror effects.
- ABC - prints positive and reverse text.
- VIEW - clears drawing commands from screen.
- PAGE - switches from screens 1 and 2.
- XFER - boxes and transfers portion of screen 1 to screen 2.
- UNDO - erases last on-screen command.
- ERASE - clears entire screen.
- FRAME - edits and erases a portion of the screen.
- DISK - saves and loads disk pictures.

As you can see, TAW gives you the ability to control many aspects of computer aided drawing. If you don't mind creating with joystick, trackball or mouse it's a real bargain. Unfortunately, it will not print your picture, but perhaps we can persuade Bob to include this in an updated version!

TAW is available from Bob Lawson for the low price of \$10.00.

ANNOUNCING . . .

In addition to Roger Hoggard's regular repair and maintenance work,

SOF-TEX

services are now available through



SOFTWARE TERMINAL

SOF-TEX
281-2608

9 AM - 9 PM, MON.-SAT.

3014 ALTA MERE (HWY. 183)
244-4150

10 AM - 6 PM, MON.-SAT.

The club library has **Transactor Disks 1-9** containing a variety of interesting programs. They are numbered MCCC 380-388.

TPUG Disks dating from Oct. 1985 to March 1986 are also in the library now thanks to the efforts of Glenn Ruud of the MCUA (Minnesota Commodore Users Assn., Minneapolis, Minnesota. Ask your librarian for the current listing of these new acquisitions.

FEDERATED

* NEW !! C64-C

* AMIGA IN STOCK

* CITIZEN 120D

* ALL TIMEWORKS

10% OFF

5% DISCOUNT OFF

REGULAR PRICES TO

ALL CLUB MEMBERS !!

ON-LINE

COPYRIGHT 1985 BY PAUL MOTISE
ROCKVILLE COMMODORE USERS GROUP

TELENET: Many times people who are new to telecommunications ask me how they can test their modems and programs, or otherwise get some practice in the fine art of going on-line. These brave souls shun the pay systems initially, and are understandably intimidated by frequently busy local one-port bulletin boards. For such individuals, I suggest a session or two on Telenet. Telenet is primarily an intermediate carrier--a local link to the likes of Compuserve, where direct local access is simply not to be had. Most ports to Telenet, however, are a local call away. If you don't know the phone number of the Telenet link nearest you, try calling the company's customer service department at 1-800-336-0437.

A session on Telenet will familiarize you with typical log-on routines, the benefits of word wrap, simple data capture and menu navigation (of a sort). Telenet, a function of GTE is available 24 hours a day, seven days a week. If you use the service to call other systems you will pay for the privilege one way or another--sometimes via a surcharge. However, you can have a

session with Telenet itself, for no charge. Baud rates of 300, 1200 and 2400 are accommodated. Use full duplex, 1 stop bit, 8 bit word size and no parity. Sending a Control-S will pause their transmission whereas zapping them a Control-Q will unfreeze things, a simple and widely accepted convention you will encounter on many services. Telenet delivers for an 80 column screen, so if your program features word wrap, be sure to activate this function. Once you detect Telenet's carrier, hit RETURN twice--this gives the service a chance to detect and adjust to your baud rate. You will then see a Telenet identifier and beneath it, codes for the telephone area and computer port. Next, you will be prompted to enter your terminal identifier; type "dl" and hit RETURN. Then, you will see the "@" symbol, Telenet's prompt. At this point enter "mail". In response, Telenet will immediately demand your user name and password--don't fret. Simply enter "phones" in reply to each of these questions. Note that the password "phones" will not be echoed to your screen. If you make a mistake, don't try to correct it via a backspace/delete key; simply enter the error and let Telenet give you another shot at it.

Telenet's own system centers around access phone numbers and high tech services available. A preamble and three-element "menu" will be displayed once you are logged on. The preamble's most important

KJ presents ...

Pictures Plus by BQC - Volume 1

83 All New Graphics
25 Original Border Designs
12 Additional Font Styles

All artwork by Barbara J. Cramer for use
with **PRINT SHOP™** and **PRINT SHOP COMPANION™**

Retail - \$19.95

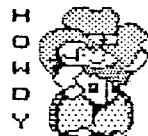
Club Members - \$14.95

Graphics also available in **PRINTMASTER™**
format to use with **PRINTMASTER** software.

Master Graphics Vol.1 - \$9.95

Kazen-Cramer, Inc.
8727 Bedford-Eules Road
Hurst, Texas 76053

Print Shop & Print Shop Companion are registered trademarks of Broderbund Software.
Printmaster is a registered trademark of Unison World.



ABC

ABC

ABC

ABC

notation is that access locations appearing in brackets are the actual locations for their associated service areas--hence your call in some parts of the country may be tagged with toll charges. The "menu" is a three item affair, each item explaining what you need to type in order to extract information. I don't consider the list to be a real menu because it lacks assigned numbers or letters for each item; in the strictest sense it is more of a command roster. For a practice purposes, though, it's close enough.

The most important data you'll want to capture are access locations. You can view the phone numbers by state, area code, or in their entirety. I suggest entering "state". Note that there is no prompt character or word--just a blank area on your screen. Simply enter "state" after the menu appears. Next, you'll be asked if you want INWATS or a state beginning with the letters A to L; ignore the INWATS reference and enter "y" or "n", depending upon the initial letter of the state of your choice. Next, Telenet asks you to enter the 2 character state abbreviation--use the standard postal code (e.g., TX). I experimented here a bit and found that Telenet accepts all upper case letters, all lower case letters, or an upper followed by a lower--but not the lower/upper combination. Some systems are case sensitive to your input, so it's wise to learn some lessons here. Once your state code is accepted, Telenet will display a table of access locations, listing city, area code, and access numbers for 300 baud service and 1200 baud connection. For example, a search on Texas uncovered 23 entries, from Abilene to Waco. The roster finished, you are asked if you would like the same poop for another state. A yes invokes the A to L prompts again. I found 7 ports in Maryland, 63 in California, 7 in Missouri, and (for you trivia buffs) 3 in Montana--Billings, Helena and Missoula--and even 2 in North Dakota--Fargo and Mandan. Telenet's coverage is quite comprehensive. If you answer no to the rerun prompt you will either be disconnected or returned to the main menu, depending on how long you've been on-line. I didn't experiment long enough to determine their cut-off time, but 15 minutes would be reasonable.

If you conduct your access search by area code, enter "area.code" at the menu. Then, in response to Telenet prompting, enter the first digit of the area code, then the complete code. An access table is then displayed. However, I found that this method is not strictly reliable. Specifically, I call from area code 301, so that was my target and entry. However, the table's 301 ports were all long distance from me. I had to try the Washington D.C. area code of 202 (a local call) to unleash numbers for my area, including a number physically located in a Maryland 301 area. Therefore, I suggest that you opt for state searches over hunts by area code.

Power users will be interested in the second menu item, which covers 2400 baud

service and X.25 features; novices may explore this stuff for practice and to satisfy their curiosity. Enter "2400.MNP" - this one IS case sensitive - to see a list of cities and numbers to call if you are communicating at 2400 baud. I found 86 locations from Albany, NY to Woodland Hills, CA. To read about X.25 dial service at 1200 or 2400 baud, enter "X.25". Telenet will oblige by telling you about this error protection protocol, the equipment needed, and the places where it's available--twenty plus ports, from Atlanta to Washington, D.C.

The third menu item covers updates. Simply enter "new" and Telenet will advise you of new cities, and recent changes. Displayed are state, city, phone number, service class (baud rate), and effective date. When I called, there were 5 entries--1 for Florida, 2 for New Hampshire and 2 for California.

At the conclusion of your session, enter "quit". This will send you back to the log-on "@" prompt, after a show of connect time. You will have to manually hang up from here. Telenet's system is rather simple. Availability and cost can't be beat. For the novice in search of a gentle practice session, going on-line with Telenet can be highly valuable.

~~~~~

Want to print something in quotation marks? Maybe the title of your book, or that program you have been working on for years? Use this line in your program.  
10 PRINT CHR\$(34)"Your Title"CHR\$(34)

Load and auto run a program from a disk. Ha! Type this (don't hit return):  
LOAD"program name":8:  
Now press SHIFTED RUN/STOP, and the computer will load your program and automatically start it running.

~~~~~

KING OF THE COMPUTERS

Coursing through the Commodore you own, it seems, there is a royal blue chip.

What do we mean by that statement?

Well, as of January 1, 1984, Commodore Business Machines (UK) Ltd became the first manufacturing company to be granted the Royal Warrant of Appointment by Her Majesty the Queen of England. This carries the legend "By Appointment to Her Majesty the Queen."

For those of you who have visions of Queen Elizabeth sitting at the keyboard wearing the Jewel of India Crown, deftly twirling a joystick and zapping peon aliens, remember the appointment permits Commodore to use the legend on its products for ten years. It puts our computer in a very select group of vendors to the Royal family!

(She could use the Amiga to keep a graphic inventory of all the crown jewels.-Ed.) Communique-On-Disk, C64 West Users Group, Santa Monica, CA

PROGRAMMER'S CORNER

by Bob Lawson, Librarian, Night Chapter

In this topsy-turvy world we live in, being able to communicate with those around us and adapt to the ever-changing environment is essential for survival. And, for you individuals who are trying to learn programming, it is equally important for you to be able to communicate with your computer. This month we'll take a look at a few of the communication commands built into Commodore Basic, explain the differences between the commands, and dissect a few practical examples to get you started on your own.

The first time you turned your computer on, it was a little scary, wasn't it? You didn't know how to get the computer to do the things the salesman told you it could do, and you were afraid to try something for fear of damaging a moderately expensive piece of electronic equipment. I've heard this same story told hundreds of times, and believe me, I can relate to it. I was in exactly the same predicament myself. So, I opened up my copy of the user's guide and within a few short weeks I could print to the screen and change colors like an expert. After two or three more weeks, uncounted print statements, and 64,000 color combinations later, I realized that in order to effectively communicate with my computer I would need to learn a foreign

language.

In the process the process of learning this strange language called BASIC, I discovered that it is sometimes necessary to stop the program to update variables, allow user responses, check status registers, and a myriad of other reasons. There are three commands which allow us to do this:

INPUT GET WAIT

The two most popular with programmers is the INPUT statement and the GET statement. The results are similar but the SYNTAX and use thereof are very distinctly different. Let's take a look at the INPUT statement. Its use is to allow the person using the program to feed information directly into the computer. The program is then designed to act on that information. This information can be in the form of numeric data, or string data, or a combination of both. Suppose you wanted the user to enter numeric data. The SYNTAX is: INPUTA. The "A" can be any alpha character/name. In other words, INPUTRATE is also correct. If string data is the desired input by the user, then the INPUTA or INPUTRATE would be followed by the string symbol (INPUTA\$ or INPUTRATE\$). When the

ATTENTION MCCC MEMBERS

GRAPHIC LABELS +

Use Print Master or Print Shop non-Commodore graphics to print labels on your Epson or Epson Compatible printer. The program will also convert the non-Commodore Print Shop graphics to the Print Master format.

GOLF HANDICAPPER

A data base system designed for a golf league. Can keep records for 250 game dates. The C64 version supports 300 golfers. The C128 version handles up to 500. Numerous special reports are built in.

Graphic Labels + : Normally \$25 - \$20 for MCCC Members
Golf Handicapper : Normally \$30 - \$25 for MCCC Members

(Texas Residents Please Add 5 1/8% Sales Tax)

Why Not? Computer Enterprises

P.O. Box 171206
Arlington, Texas 76017

computer reads this command, a question mark (?) is printed on the screen. The cursor begins to flash one space to the right of the question mark and the computer halts further execution until the correct response is entered. If an incorrect response is entered by the user (i.e. numeric data when the computer is looking for string data, or string data when the response should have been numeric) the computer responds with ?REDO FROM START and prompts the user to re-enter data.

If the command INPUTA,B is used in your program, the computer waits for a numeric data entry followed by a comma and a second numeric entry. If only one entry is made by the user before pressing the RETURN key the computer responds with ??. This signifies that more data is needed. If the user enters more data than defined by the INPUT statement the computer responds with ?EXTRA IGNORED. This simply means the extra data items were not put into any variables.

An added bonus feature of the INPUT command is the ability of the programmer to describe exactly what the program expects in the way of input (INPUT"ENTER Y/N";A\$). The message enclosed in quotation marks will be printed to the screen. This message can be up to 80 characters long. The response can be up to 38 characters long." As you can see the INPUT statement is a very powerful tool. I might add, unless you plan to have instructions accompany your program I consider it poor programming practice to require the user to enter more than one data entry with the same INPUT statement. At any rate, should you run across a program and you get the above error messages, you'll at least know what's happening inside your computer.

Another popular command by programmers is the GET statement. I like to describe the INPUT statement as flexible and the GET statement as inflexible. Unlike the INPUT statement which allows multiple entries and strings up to 38 characters to be entered into the computer, the GET statement halts program execution and reads each keypress typed by the user. These keypresses are stored in the keyboard buffer and the program continues when the condition is met. That last statement may sound strange to you but I'll attempt to explain what happens.

Remember my article several months ago concerning the DYNAMIC KEYBOARD technique? The keyboard buffer can store and act upon 10 keypresses. The GET statement maximizes this buffer. Because of the ability to read keypresses and store them in the keyboard buffer the GET statement is normally used in conjunction with the conditional IF statement to force the computer to look for specific data entries. Like the INPUT statement you can cause the computer to look for numeric or alpha characters (GETA or GETA\$). It does not support program instructions so they are normally set with the PRINT statement immediately before the GET statement. Here's a short program example to illustrate it's use:

```
10 REM YOUR PRG GOES HERE
100 PRINT"ENTER Y/N"
101 GETA$:IFA$<>"Y"THENEND
102 PRINT"YOUR PRG CONT'S HERE"
```

Useful but not very pretty, right? The flexibility lies in the conditional statement. Let's look at another example:

```
100 PRINT PRINT"ENTER SELECTION"
101 PRINTTAB(5)"1 - TEST1"
102 PRINTTAB(5)"2 - TEST2"
103 PRINTTAB(5)"3 - TEST3"
104 GETA:IFA=""THEN104
105 IFA=1THEN200
106 IFA=2THEN300
107 IFA=3THEN400
108 IFA<10RA>3THEN104
200 PRINT"THIS IS TEST1":GOTO104
300 PRINT"THIS IS TEST2":GOTO104
400 PRINT"THIS IS TEST3":GOTO104
```

The last example was designed so you could experiment a little. Try entering a numeric value greater than 3. Nothing happens. Enter an alpha character. The program crashes with the error message ?SYNTAX ERROR. Because of this fault with the GET statement most programmer's specify the GET with the string character and then convert the string data back into numeric data if the program requires it later.

In both program examples above the GET statement searched for a single keypress. By redefining your conditional statement you can have the computer wait for up to 10 characters as earlier stated. Here's an example:

```
100 GETA$:IFA$=""THEN100
101 IFA$="1234567890"THEN PRINTA$
102 GOTO100
```

Now add an extra character in the conditional statement to make eleven characters and run it again. No matter how hard you try, your variable, when printed out, will contain only 10 characters.

The third command to halt program execution is the WAIT statement. In the first two statements we examined, the computer halted the program and waited for you to enter data before continuing. The WAIT statement executes if a specific pattern exists, not for a specific pattern. There are three values inherent and defined by the WAIT statement (address, mask, and trigger). Address is the memory location to be tested by WAIT, mask determines whether all, or only some, of the bits in the address are tested, and trigger is the actual value that causes the program to halt. In other words, if the mask value equals the trigger value, then halt program execution. If the mask value does not equal the trigger value then continue program execution. There are a couple of things you

need to know if you plan on using this little used feature. The address you use must be a location whose contents can change independently of the program. Otherwise there will be no way to resume program execution. Unfortunately, this is the biggest drawback with the command and the reason that few programmers use this feature.

The memory locations which meet this criterion are mainly associated with the keyboard, the serial and user ports in the rear of your computer, and the computer's internal timers. And, the keyboard is precisely the location ideally suited for this type of application. Here are a few examples.

EX. 1 - WAIT 197,64,64:POKE 198,0

This example waits for you to press a key before program execution continues.

EX. 2 - WAIT 2 - WAIT 197,64:POKE 198,0

This example waits for you to take your hand off the keyboard

EX. 3 - Joystick Test Values Joy#1 Joy#2

Fire WAIT145,16,16 56464,16,16

Left WAIT145,4,4 56464,4,4

Down WAIT145,2,2 56464,2,2

Up WAIT145,1,1 56464,1,1

Right WAIT145,8,8 56464,8,8

Any WAIT145,31,31 56464,31,31

If you want to test that a certain position is not pressed, just leave off the last number. Since the trigger default value is zero, omission of a trigger value causes the WAIT statement to execute a halt whenever all the unblocked bits are zero.

As you can readily surmise, there are some very notable properties associated with the three commands discussed today. Each command has a place in your toolbox and I highly recommend each of them for specific applications. Well, that's it for this month. Hope you find the information presented useful to you. With a little experimentation and imagination you can probably be writing some top-notch programs in no time at all.

Next month we'll examine dimension statements. Hope you enjoyed yourself.



MOVING?

Don't miss a single issue of the MCCC NEWS. Fill out this form & mail to Harold Williams, MCCC Sec., P.O. Box 1578, Bedford, TX 76021.

NAME _____

ADDRESS _____

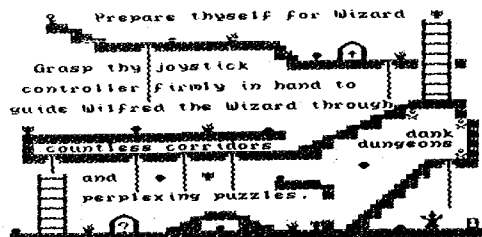
CITY _____

STATE _____ ZIP _____

SOFTWARE REVIEWS

ULTIMATE WIZARD

ELECTRONIC ARTS
REVIEW BY BARBARA CRAMER



Ultimate Wizard is a marvelous new game closely related to Jumpman, although better in my opinion, which offers new colors and scenery, new reactions, new levels and new puzzle. This run-and-jump style game features 4 skill settings and 100 playing screens. Spells are available to help you, (Invisibility is really fun.) and the sprite adversaries are animated well and accompanied by pleasant sound effects. In addition to an excellent game, you are given a refined Construction Set to create your own mazes.

The Construction area is easy to use and is one of the most sophisticated that I have seen. To begin with, you are given 26 building pieces to use in designing the background platforms, obstacles, stairs, treasures, etc. Frosting-on-the-cake features include sliding stairs that are equipped with timers and treasures that cause a reaction when acquired. Portions of the screen may appear, disappear or change color. Treasures may disclose any one of 12 spells or weapons which can be used when needed.

An unusually nice addition to the construction area is the ability to edit any or all of the 20 monster sprites. Since you may alter color, animation length and behavior patterns, it is possible to create a "lava troll" that flies towards you like a bat. In essence, you may use any of 20 monster characteristics paired with any of the 128 different sprite drawings. This feature provides some very interesting combinations.

I was disappointed that the documentation in this area was so sketchy. While it is very friendly and well prompted on the screen, more examples and explanation would make it much easier to use all the features that are provided.

And now for the special surprise. After seeing all the sophistication and variety of features in the Construction area of Ultimate Wizard, it should be no surprise to discover that it was written by **Craig Smith and Aaron Hightower!** These two young men are quickly becoming our most famous members!

Wizard was originally released in 1984 by Progressive Peripherals and Software and included a different construction set to

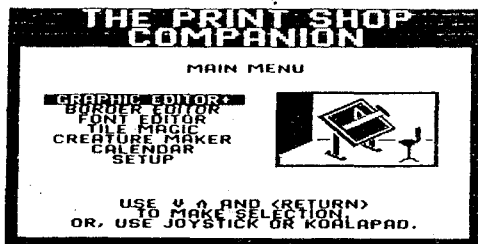
build your own levels. Craig and Aaron liked the game so much that they were immediately drawn to create. Finding the construction set inadequate for their needs, they wrote their own program and created over 100 levels. The upgraded version is now being marketed by Electronic Arts as **Ultimate Wizard** and contains Aaron and Craig's program as well as some of their exciting new levels.

If you enjoy creating your own playing screens or if you just enjoy playing Jumpman, you will be very pleased and surprised with **Ultimate Wizard**. A definite value.

PRINT SHOP COMPANION

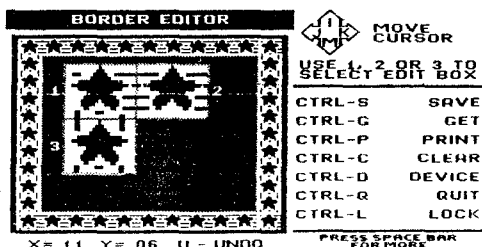
BRODERBUND
REVIEW BY BARBARA CRAMER

The Print Shop series of disks has always been a best seller. It is also one of the best supported programs with updates, and additional features, even paper products. Now, it seems Broderbund has listened to the pleas of users for an improved graphic editor and additional features to make it easier and even more fun to use.



The Print Shop Companion contains three new utilities that give you more power to create or edit Print Shop graphics, borders or fonts. In addition, you are given 50 new borders and 12 new fonts which will work with your original Print Shop. A special setup file updates your original PS disk to include the choice "From Other Disk" on the font and border selection screens. It will also update other areas to include the choice "From Companion Disk" to make it easier to use.

New commands offered in the three new Editor programs include mirror (horizontal, vertical or both), flip (horizontal or vertical), negative image and add text. You may draw lines, rays, boxes circles and ovals with built-in ease and a tile viewer produces a simulated version of your 8 copies of your drawing. A real time saver is the use of the flood fill and pattern



commands in combination. Shading was a time consuming process until now. By hitting the 'undo' key, you can test all 17 patterns to find the one that is perfect for your creation.

Remember **Screen Magic** in the original Print Shop? The Companion gives you **Tile Magic** which allows you freeze a pulsating design, take it immediately to the graphic editor for changes and then save it to use as a tile design in the original program.

To complete the package is a **Calendar** program which compiles weekly or monthly annotated calendars for any year and **Creature Maker**. The kids will enjoy assembling a new creature by using the head of an outlaw, the body of a clown and the feet of a rabbit. Twelve total pictures are provided as a starting point.



What more can I say? I still wish it supported two disk drives, but overall, the Print Shop Companion disk is one of the best software values you will see this year.

PAPERBACK (POCKET) FILER 128

REVIEW BY LAURA CLEMENTS

My other half and I are starting a new business, and, being extremely familiar with the database programs available for the C64, I have been looking forward to finding some really heavy programs for our new C128. I have been trying out some of the database programs to see if they can easily handle a broad base of customers.

I borrowed Paperback (now Pocket) Filer 128 to see if it would do what our business required. It looked good; it used sequential files on the C128 formatted doublesided disk, which would probably allow me the maximum number of records per disk. Having used the Paperback Writer 64, I knew the company was capable of producing quality products.

When I first opened the package, the cover of the documentation really irritated me; it was titled, "Paperback Filer 128/64". The C64 version WAS NOT on the disk; it was only the C128 version. Why do I have to wade through two sets of information to get what I need for my computer? The Reference Guide is 75 pages long, and is quite extensive. All pertinent information for the C128 is boxed off from the rest, like an afterthought. This makes it extremely difficult to decide what to read.

Help Screens are plentiful in Paperback Filer 128, and are available at all levels. There are also several templates for file formats included on the disk, and instead of formatting my own file, I played with the Address Book file.

Without going into a lengthy description of all the commands, etc., it is sufficient to say that this is a very easy program to use. It has an automatic boot with a fast load, easily definable report formats, and the user can design a custom printer module. It allows all of the mathematical functions that we are used to finding in a well-defined database package. Best of all, Paperback Filer 128 will integrate with Paperback Writer 128 and Paperback Planner 128.

The number of records per file is limited only by the disk size, which was what I expected to find. There is a program for the Apple Computer called DB Master that allows you to use multiple disks (and drives) for as many records as needed. It creates an index on the number of fields that are needed to sort on. Paperback Filer 128 seems to be the best database program for the C128 at this time, but, when comparing what is available for other systems with what is there for the C128, we should demand more.

MURDER ON THE MISSISSIPPI

REVIEW BY LAURA CLEMENTS

If I have to play an adventure game, please make it a graphic one; if I have to play a graphic adventure game, please make it Murder on the Mississippi.

This program has moving graphics, controlled by the player. The graphics are beautiful, but the surprise is that you, the outsider, actually control with the joystick (or trackball) the screen movement of the characters. This was a shock to my system, since I am very prone to the "load and go" philosophy of reviewing a program. After getting past the menu, nobody asked me any questions, no strange flashing cursors appeared on the screen -- no nothing! I had already figured out that I needed my trackball to get through the menu, so I reached over and moved the ball. Sir Charles Foxworth walked across the floor!

Murder on the Mississippi and I spent the next 30 minutes strolling around the three decks on the ship, opening doors, entering the staterooms of the other characters and talking to them. I had a certain amount of difficulty when it came to exiting the rooms, and found myself re-entering. The other members on shipboard seemed to get a little nasty when it came to being disturbed again. Since Sir Charles never knocked on a door, their irritation may be understandable.

The last room we entered contained a dead body. There began the mystery. I was having so much fun running around the ship,

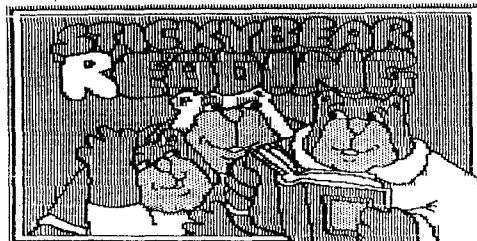
meeting all of the people, that I totally forgot about the mystery. Who killed this guy? Please let me know -- I'm still strolling around the decks.

STICKYBEAR SERIES

WEEKLY READER FAMILY SOFTWARE
REVIEW BY BARBARA CRAMER

Over two years ago, I saw Stickybear ABC, released for Apple computers and by far the best educational program on the market. Similar to Charlie Brown's ABC'S by Random House, it was well drawn, creative and humorous, a definite plus for an educational program. Having waited all this time for the Stickybear series to show up for the Commodore, I was thrilled that Weekly Reader was finally acknowledging my computer.

Four Stickybear programs are now at Babbage's, **ABC, NUMBERS, MATH** and **READING**. All four programs are filled with brightly colored hi-res animation, stimulating sounds and educational problems that are fun to solve.

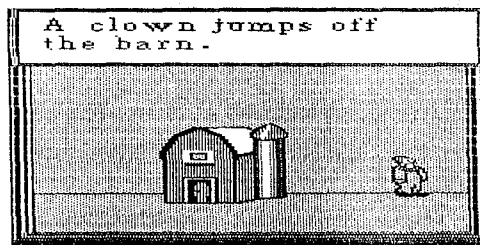


Stickybear ABC reinforces letter recognition, alphabetical order and letter matching on the computer keyboard. It is recommended for ages 3 to 6 and contains two animated examples of each letter.

Stickybear NUMBERS teaches number recognition and counting, both forward and backward. It is also recommended for ages 3 to 6 and uses a random selection generator for choosing sprites, backgrounds and animation patterns. This provides a very large number of "cartoons" for any one number.

Stickybear READING is designed to reinforce word recognition and sentence structure for ages 5 to 8. There are three games:

1. Match the Words - match pictures with words,
2. Fill the Blanks - fill in the sentence blanks after watching the animation, and
3. Build a Sentence - select noun, verb and object and watch the sentence come to life.



Overall, I was disappointed that this program did not meet the standards of the others in the series. Proportions are often distorted. The cat looks very strange when it "jumps onto the cow" as they are both the same size. Also disturbing is the frequent and long disk access. I fear children would become bored by constantly waiting for the next sprite, sentence or example to load.

It is also interesting to note that all four program manuals speak of either a book or set of stickers that are included as a special incentive. While a cute poster is included, I wonder why the special extras were left out. They certainly would have meant a lot to my son.

Stickybear MATH is by far my favorite. It offers more educational value than the others and even allows the parent or teacher to select from 20 problem levels and view the results of a child's session. The program will keep track of the names, levels reached, scores and types of problems for up to 25 children.

This program is recommended for ages 6 to 9 and presents an animated dilemma which you invited to help solve by answering addition and subtraction questions. In the illustration, you earn a balloon for every 4 questions answered correctly. Five balloons (20 correct answers) will carry Bedford Stickybear over the brick wall. New dilemmas provide interest and lower levels are enhanced by animated objects which help with counting skills.

All in all, the series is excellent. In a nutshell, MATH is a 5 star program, NUMBERS and ABC receive 4 stars and READING would deserve 3 stars. Choose the ones that suit your needs and help your children get a headstart.

MIND PURSUIT

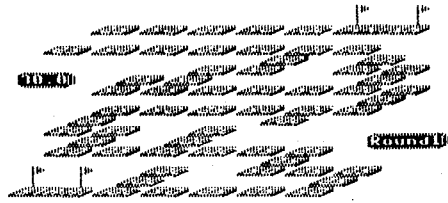
DATASOFT
REVIEW BY LAURA CLEMENTS

Mind Pursuit is a great new version of the Trivial Pursuit style computer game. It has numerous options for question time and form and offers six question categories: Science & Nature, History & Geography, TV & Film, Sports & Games, Culture and Grab Bag.

The game board with its animated characters is the most fun. The board is a path of "stones" with points on each which determines the type of question (true/false, multiple choice or fill in the blank). At the end of the game, each player is awarded their total point count and percent correct.

The categories are chosen at random by rolling a screen die and when the category appears on screen, an appropriate song is played (1812 Overture for History, The Entertainer for TV & Films, etc.). Questions contain a new twist, both aural and visual clues as well as the standard written format. Using a Mach 128 cartridge, disk access time is minimal.

There are thousands of questions in Mind Pursuit. No matter how long you play, no questions will be repeated while that



Loading Questions from Disk

game is loaded. Datasoft also promises more game disks in the future.

This game is just plain fun! It is a reprise of an old favorite and is very well done.

CHAPTER NEWS

ARLINGTON CHAPTER

Our thanks to John Malmstrom for his on-line demonstration of the MCCC BBS at the June meeting. After witnessing the demonstration, five Arlington Chapter members joined the BBS!

The July meeting will be at 9 AM on July 12 at the Arlington Community Center. Barbara Cramer and Laura Clements will show us how to do graphics on the BBS.-Jonathon Riba and David Rogers.

FW NIGHT CHAPTER

The FW Night Chapter will meet at the usual time at St. Elisabeth Episcopal Church, 5910 Black Oak Lane in River Oaks, for the July chapter meeting. We hope to have Roger Hoggard tell us everything we want to know about Commodore hardware.

At recent meetings, Owen Boy demonstrated the AK 80 Synthesizer, and Bruce Umbreit demonstrated Fontmaster II. Walter Miller held a roundtable discussion on all categories of software. Everyone had a chance to comment about the pros and cons of his favorite program.-Clay Sutton

HEB CHAPTER

At the June 21 HEB Chapter meeting, Don Bennett demonstrated Multiplan and made comparisons of it with some other spreadsheets, such as the one in the Lotus 1-2-3 package. He answered member's questions. Laura Clements gave a quick description of the letter quality printer, Axiom Elite 5, the printer being used to print the newsletter. We thank Don and Laura for their interesting contributions to our meeting.-Nancy Sparks

GRAND PRAIRIE CHAPTER

Although we didn't get any specific news from the Grand Prairie Chapter, we wish to compliment them on their activity. They hold two meetings each month. In one (the Saturday meeting) they have programs as the other Chapters do; in the other they socialize, talk computers, exchange software. Their reporters are Kate and Frank Corlett, who work hard to publish a nice newsletter each month for the Chapter members and some of us other lucky people.

CLUB INFORMATION

The MID-CITIES COMMODORE CLUB is a non-profit organization devoted to the collection and dissemination of computer knowledge, to the encouragement of computer education and to the use of Commodore computers in the home, at school and in business. Appropriate and legal use of all types of software is encouraged by this club.

The MCCC is not connected with Commodore Business Machines Ltd. or Commodore Inc. Commodore and Commodore product names (PET, CBM, VIC and C64) are registered trademarks of Commodore Inc.

Our meetings are open to all. Yearly membership dues are \$20.00 and entitle the member to a monthly mailed copy of the MCCC NEWS, the club newsletter, library copying privileges, attendance at any or all chapter and club meetings as well as participation in club-sponsored classes. Dues are paid on a calendar year basis and new members who join after March 31 of each year pay prorated dues for the months remaining.

Material printed in the MCCC NEWS is not copyrighted unless so noted. Articles may be reprinted by other user groups or individuals who find it helpful. We only ask that proper credit is given to the author and the MCCC as the source.

The MCCC NEWS accepts advertising from both members and from commercial establishments. Member rates are free for classified ads. These ads must be computer related and not of a commercial nature. A commercial ad is defined as one where you are running a business and are selling the same item or items to many people. Members submitting such ads will be charged commercial rates.

COMMERCIAL RATES are as follows:

\$60.00 per full page ad, \$30.00 per half page ad, \$20.00 per quarter page ad and \$10.00 per business card. Non-members will pay commercial rates.

The deadline for submissions to the MCCC NEWS is the third Saturday of each month. PAYMENT MUST ACCOMPANY CAMERA-READY AD COPY. Make all checks payable to Mid-Cities Commodore Club and mail to MCCC NEWS, P.O. 1578, Bedford, TX 76021.



Nobody Beats

Babbage's

SOFTWARE FOR THE HOME

**The largest selection
of home computer
software !**

1986 OFFICERS

PRESIDENT	RAY MONTORO	460-0245
VICE-PRES.	DON BENNETT	860-4278
TREASURER	BILL RAECKE	465-2014
SECRETARY	HAROLD WILLIAMS	483-0537
LIBRARIAN	TONY VELEZ	282-7774
EDUCATION CO-LEADERS		
	GARRY WORDELMAN	281-7457
	MARY LOUISE HAGEMEYER	732-0982

NEWSLETTER STAFF

EDITORS	LAURA CLEMENTS	589-0659
	BARBARA CRAMER	284-3565
COPY EDITORS	DON LAINGOR	283-1571
	ALLAN PEARSON	281-6644
CIRCULATION	HOWARD MAYER	838-9030
GRAPHIC	BOB SAGE	468-1038

MCCC BBS

SYSOP	OKLEY MOSS	282-7751
ASSISTANT	JOHN MALMSTROM	282-6158

ARLINGTON

PRESIDENT	DAVE ROGERS	460-7706
VICE-PRES.	LONNIE DAVIS	451-5020
TREASURER	CLEM COUNTESS	275-5072
SEC./REP.	JONATHAN RIBA	274-5782
LIBRARIAN	KEN BRUEN	275-4217

FT. WORTH

PRESIDENT	DAVID HUEBNER	244-1463
VICE-PRES.	JOE OSTROKOL	534-1990
TREASURER	JACK HAGEMEYER	732-0982
SEC./REPORTERS		
	JILL & GARY CAMPBELL	297-4125
LIBRARIAN	DON STEVENS	244-4055

FT. WORTH NIGHT

PRESIDENT	BRUCE UMBREIT	244-0975
VICE-PRES.	WALTER MILLER	237-5651
TREASURER	BRUCE UMBREIT	244-0975
SEC./REP.	CLAYTON SUTTON	246-3697
LIBRARIAN	BOB LAWSON	496-9967

GRAND PRAIRIE

PRESIDENT	MAC MCCLURE	337-2427
VICE-PRES.	JOHN BRODIE	263-6790
TREASURER	JOE PETERS	262-3114
SEC./REPORTERS		
	KATE & FRANK CORLETT	383-1416
LIBRARIANS	GUS HOEHN	337-0144
ASST. LIB.	R.L. TAYLOR	331-4221

H. E. B.

PRESIDENT	ROGER HOGGARD	281-2608
VICE-PRES.	JOE PATTON	656-2426
SEC./TREAS.	BRUCE NELSON	498-0899
REPORTER	NANCY SPARKS	478-8534
LIBRARIAN	TONY VELEZ	282-7774
ASST. LIB.	CHERYL HOWARD	831-1853
C64 LEADERS	ROY BAKER	283-0324
	DAVID RYE	284-5672
	LAURA CLEMENTS	589-0659

AMIGA

PRESIDENT	JACK SMITH	926-3177
VICE-PRES.	JACK DETORE	
TREASURER	BILL RAECKE	465-2014
SEC./REP.	DAVID CAMPBELL	
LIBRARIAN	JACK SMITH	926-3177

MEETINGS

JULY 1985

- July 5 **Board Meeting**, 10 am
Western Hills Inn
- July 12 **Arlington Chapter**, 9 am
Arlington Community Center
- Ft. Worth Chapter**, 1:30 pm
Gen. Dyn. Rec. Area, Room 2
- Grand Prairie Chapter**, 1:30 pm
G. P. Public Library
- July 14 **Ft. Worth Night Chapter**, 7 pm
St. Elisabeth Episcopal Church
- July 17 **Amiga Chapter**, 7 pm
Arlington Community Center
- July 19 **QUARTERLY MEETING**, 1:30 pm
Hurst Recreation Center
700 Mary Drive, Hurst, TX
- NEWSLETTER DEADLINE**
- July 22 **Grand Prairie**, 6:30 pm
G. P. Public Library
- Aug. 2 **Board Meeting**, 10 am
Western Hills Inn
- Aug. 9 **Arlington Chapter**, 9 am
Arlington Community Center
- Ft. Worth Chapter**, 1:30 pm
Gen. Dyn. Rec. Area, Room 2
- Grand Prairie Chapter**, 1:30 pm
G. P. Public Library

SUN	MON	TUE	WED	THU	FRI	SAT
		1	2	3	4	5 BOARD MEETING 10 AM
6	7	8	9	10	11	12 ARLNGTN GND PR. F/W
13	14 FORT WORTH NIGHT 7 PM	15	16	17 AMIGA 7 PM	18	19 QRTLY MEETING 1:30 PM
20	21	22 GRAND PRAIRIE 6:30 PM	23	24	25	26
27	28	29	30	31	1	2 BOARD MEETING 10 AM
AUGUST						
3	4	5	6	7	8	9 ARLNGTN GND PR. F/W

REVIEWS IN THIS ISSUE:

PRINT SHOP COMPANION
MURDER ON THE MISSISSIPPI
ULTIMATE WIZARD
PAPERBACK FILER 128
MIND PURSUIT
STICKYBEAR SERIES
AND MEMBER SOFTWARE.

QUARTERLY MEETING JULY 19TH

MCCC NEWS

Mid-Cities Commodore Club, Inc.

Post Office Box 1578
Bedford, Texas 76021

BULK RATE
U.S. Postage
PAID
Bedford, TX
Permit No. 32

ADDRESS CORRECTION
REQUESTED

